

K O S - M O S  
生誕20周年記念  
アンソロジー  
[コスモス フィックス]

KOS-MOS

**20**<sup>th</sup>  
ANNIVERSARY

# KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

**2002-2022**

**Japanese  
&  
English**

written together  
[日英併記仕様]



CHOCOLATE SHOP  
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COMIC MARKET  
FRIENDSHIP FOREVER



KOS-MOSFIX [HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!] 2002-2022

KOS-MOS

20<sup>th</sup>  
ANNIVERSARY



The PS2 video game "Xenosaga Episode I: Der Wille zur Macht " was released on February 28, 2002.  
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and travels around the universe with the player.  
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20 years later in the year 2022.



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**OS|N|O|S** **F|X** [HAPPY BIRTHDAY!]  
2022-2022 COCOPLATE SHOP PRODUCED #62 SUMMER







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VECTOR Development Dept. 1







Good morning KOS-MOS, how are you doing?  
おはよう KOS-MOS 調子はどう?

2002年2月28日KOS-MOSは彼女を造ったシオンのこのセリフとともにメンテナンスベッドから目覚めました。

KOS-MOSはPS2用ゲーム「Xenosaga EPISODE 1 力への意思」に登場するプレイアブルキャラの一人で全身機械で出来たヴェクター社製戦闘用アンドロイドです。2006年発売の「Xenosaga EPISODE 3 ツァラトウストラはかく語りき」までバージョンアップを繰り返しながら登場しますが、ストーリーが完結したあとも様々なコンテンツに出張し、2017年発売の「Xenoblade2」にもリニューアルした姿で登場しました。

そして2022年2月28日「Xenosaga EPISODE 1」発売より20年が経過し、劇中外見年齢18歳だった彼女はついに20歳になりました。

これまで様々な形で彼女を愛してくださったファンの皆様ありがとうございます！

この本は彼女をデザインしたCHOCOがこの作品に思い入れのあるゲスト作家の皆さんと共に彼女への思いを今の技術で振り返る記念イラスト集です。

2022年夏 麦谷興一 (CHOCO)

On February 28, 2002, KOS-MOS awoke from her maintenance bed with these words from her creator, Shiion.

KOS-MOS is a playable character in the PS2 game "Xenosaga Episode I: Der Wille zur Macht" a combat android made entirely of machines and manufactured by Vector.

After the story was completed, she continued to appear in various contents, and even appeared in a renewed form in "Xenoblade 2" released in 2017. On February 28, 2022, 20 years have passed since the release of "Xenosaga EPISODE 1," and she finally turned 20 years old, having been 18 years old in appearance.

Thank you to all the fans who have loved her in so many ways!

This book is a collection of commemorative illustrations by CHOCO, who designed her, together with guest artists who have a special attachment to this title, looking back on their feelings toward her with their current techniques.

Summer 2022  
KOICHI MUGITANI(CHOCO)



# KOS-MOSFIX

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2002-2022

The PS2 video game "Xenosaga Episode 1: Der Wille zur Macht" was released in 2002. In it, the combat android KOS-MOS awakens from her crash, learns to fly, and travels around the universe with the player. Even after the game was completed, she was loved by everyone and 20 years later in the year 2022.

様々なバージョンが存在するKOS-MOS。詳しい人でも全体を把握していないと聞かれる全バリエーションを一覧にまとめました。

KOS-MOS is available in many different versions, and we have compiled a list of all the variations that even those in the know may not have an overall grasp of.



KOS-MOS Archetype

▲ Archetype out of control in the drama. Destroyed.

▼アーキタイプ  
劇中で暴走。破壊されました。



KOS-MOS Ver.1

▲ Made by Vector Development Department No.1. The belly opens and beams.

▼バージョン1  
ヴェクター第一開発局製  
お腹が開いてビームが出ます。



KOS-MOS Ver.2

▲ Sketchy body made by Vector D.D.2. Flies out on a motorcycle.

▼バージョン2  
第二開発局製スケスケボディ。  
バイクに乗って走り出す。

[ NAMCO x CAPCOM ] 2005

[ Xenosaga EP1 ] 2002

[ Xenosaga EP2 ] 2004

illustration  
TERUHIKO IMAIZUMI

[ Xenosaga 1-2 ] 2006

[ Xenosaga a missing year ]



KOS-MOS Ver.1.1



▼バージョン1.1  
局地戦仕様。機体前部。

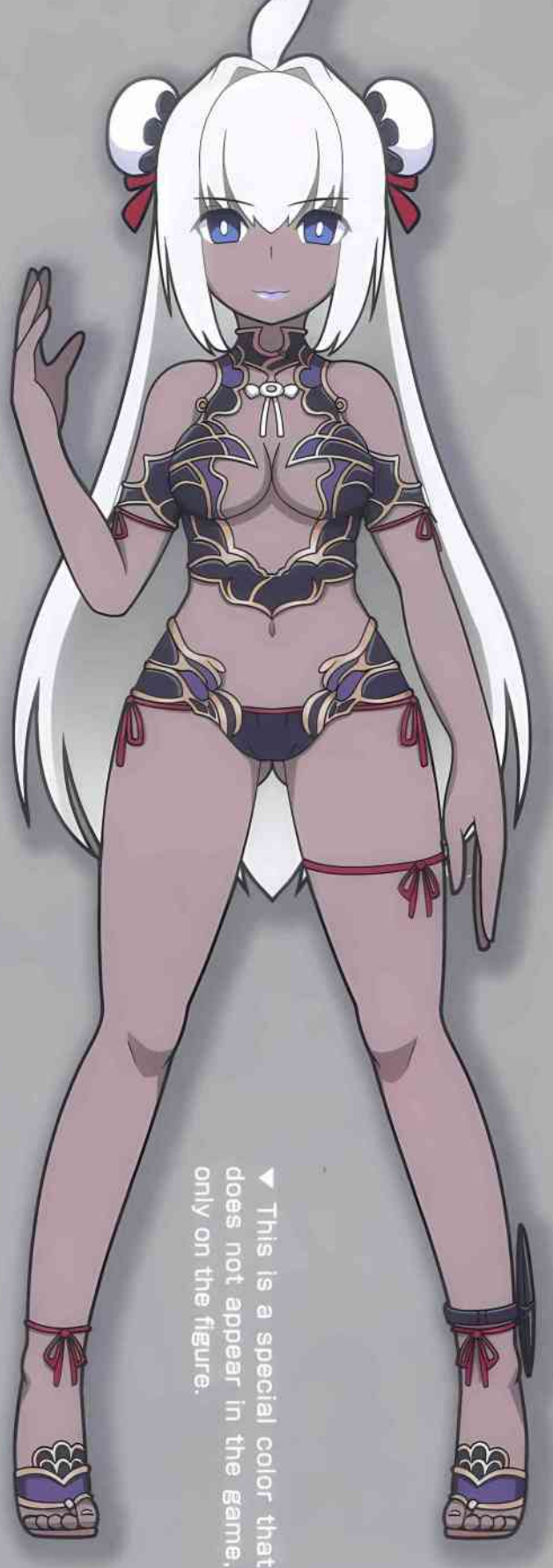
KOS-MOS Ver.4 Swimsuit



▼ There was also a one-piece swimsuit for the KOS-MOS ver.2.

▲バージョン4水着  
バージョン2版のワンピース水着もありました。  
▼ Local warfare specifications. Body before conversion.

T-elos Swimsuit



▼ This is a special color that does not appear in the game, only on the figure.

▲バージョン4水着テロスカラー  
フィギュアのみでゲーム中では登場しない特別カラーです。

ゼノサーガ1の初プレイから20年、KOS-MOSは今も色褪せない。少女×メカという組み合わせは一瞬間違えば一瞬間過去のモノになるのに、未だ自分の頭の中で一瞬で思い浮かぶ存在。凄いねKOS-MOS

今泉昭彦

It has been 20 years since I first played Xenosaga 1, and KOS-MOS has not faded away. In many cases, the combination of a girl and a mecha is a thing of the past in an instant, but she is still an existence that comes to mind in my mind in an instant. KOS-MOS is great,

TERUHIKO IMAIZUMI



# CATALOGUE



▶バージョン3  
少しスケスケボディ。  
T-elosとの戦闘で敗北。

▶ Slightly skeletal body.  
Defeated in battle with  
T-elos.

KOS-MOS Ver.3



▶バージョン4  
あざとい猫耳。博士とメオンの  
手作りのボディ。  
ムネがぼろいります。

KOS-MOS Ver.4



▶ Cute cat ears with  
bruises.  
Dr. and Zion's handmade  
body. The chest is popping.

▶バージョン4ファミスタ版  
ナムコスターズの投手

▶ Namco Stars Pitcher.

KOS-MOS Ver.4 famista

[Xenoaga EP3] 2006

[Famista2011] 2011

[無限のフロンティア] 2008

[同EXCEED] 2010

[PROJECT X ZONE] 2012

[同2] 2015

[Xenoblade 2] 2017

2005

T-elos



▶T-elos  
生身の肉体を持つので  
切ると血が出ます。

▶ Cutting them bleeds  
because they have flesh  
and blood.

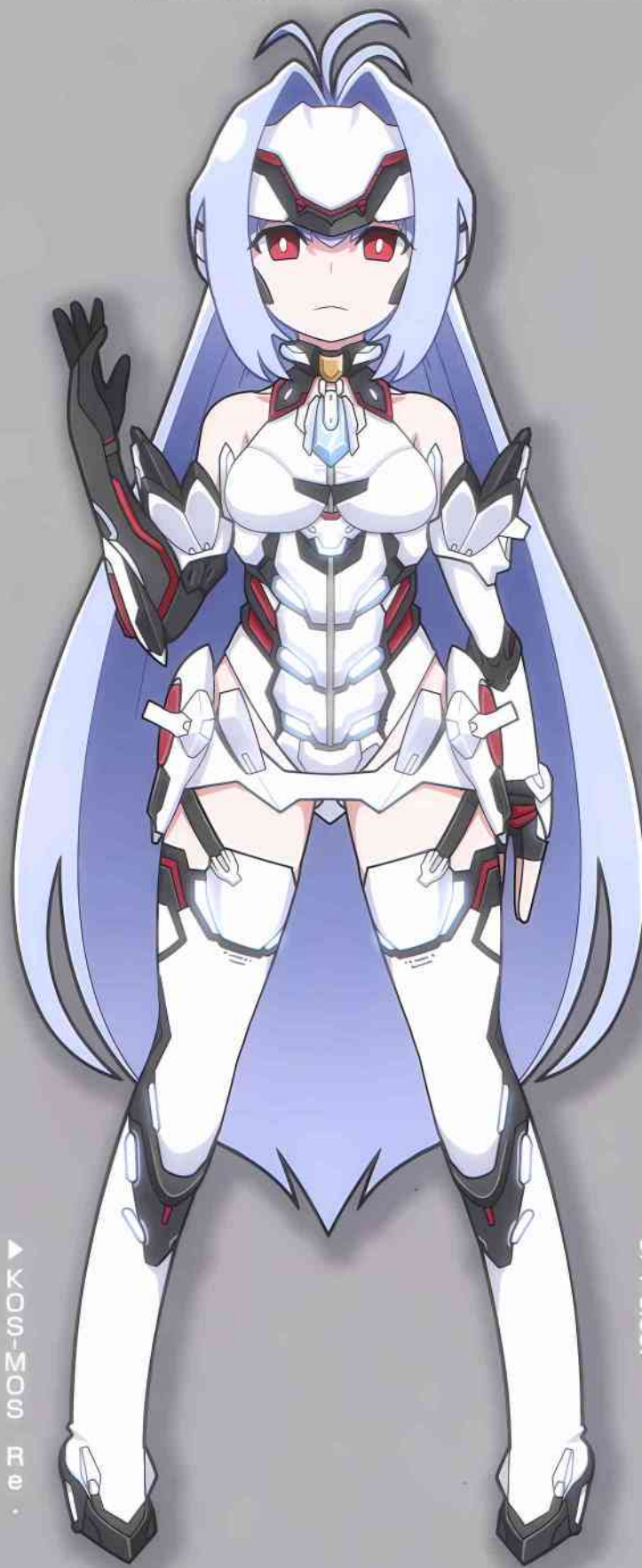
T-elos Re.



▶T-elos Re.  
眼鏡とスカーフを装備。  
なんだかんだでKOS-MOS  
と仲良し

▶ Equipped with glasses  
and a skirt.  
What a good friend of KOS-  
MOS.

KOS-MOS Re.



▶KOS-MOS Re.  
田中久仁彦さんがリデザイン。  
なんだかんだでT-elosと  
仲良し

▶ Redesigned by Kunihiko  
Tanaka. What a good friend  
of T-elos!



# KOS-MOSFIX

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KOS-MOS is a curse.  
KOS-MOSは呪いである。

## KOS-MOS Ver.1

(2022 年 CHOCO 作画)

できるだけ設定は当時のものに従いつつ、現在のタッチで描いてみました。  
体型の違いはCHOCOの性癖の変化だと思います。

腰の金色パーツの形状などが違いますが、正確に昔のデザインをなぞろう  
としても立体形状がうまく人体に沿わないので仕方なく変更しました。股  
関節の稼働に干渉するので、もうちょっと考えて配置しなさいと叱りたい  
です。

フィギュアなど立体化された Ver.1 の同箇所を見ても処理に苦労した感じが  
伺えます。

左上腕の塗り分けは最早何を根拠にこうなったのかわかりませんが、今と  
なってはそういう設定画だったからと、なぞるほかありません。

ただ当時からアイコンとなるパーツをいくつか配置して残したので、今描  
き直してもちゃんと彼女になりますね。と当時の自分に言ってあげたい。

(drawn by CHOCO in 2022)

I tried to draw with a current touch while following the settings of the time  
as much as possible.

The difference in body shape is due to the change in CHOCO's sexual habit.  
The shape of the gold parts on the waist are different, but I had no choice  
but to change them because the three-dimensional shape does not fit the  
human body well even if I tried to follow the old design exactly. I would  
like to scold them to think a little more about the placement of the parts  
because they interfere with the operation of the hip joints.

Even if you look at the same part of Ver.1 that has been sculpted into a  
figure, you can see that it was difficult to process. I don't know what was  
the basis for painting the left upper arm, but now I have no choice but to  
trace it back to the original drawing.

However, I placed and left some iconic parts from that time, so even if I  
redraw her now, she will still look like her. I would like to say to myself at  
that time, "I am not a good artist, but I am a good person."



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VECTOR Development Dept. 1



# 2002 to 2022

2002 年当時は新しくデザインを生み出すことに必死で、それが当時なりに全力を出し切った結果であります。

もうとっくに作品は終わっているはずなのに、やはりまだまだやれることが合ったのでは？という心残りがあり、完璧な彼女を求めて 20 年たった今でも書き直し続けてしまうという呪いに縛られているのです。

In 2002, I was desperate to create a new design, and this was the result of my best efforts in my own way at the time. Although the production should have been finished by now, I still felt that there was more I could have done. I am still bound by the curse that I continue to rewrite her even after 20 years in search of her to be perfect.

一番最初に描かれた KOS-MOS Ver.1 コンセプトイラスト。

(1998 年 CHOCO 作画)

時々聞かれます、KOS-MOS をデザインしたのは誰か？

最初にゲーム全体のメインキャラクターデザイナーである田中久仁彦さんが顔とヘッドギアのデザインを描き、途中からバトンタッチされてメカデザイン担当だった CHOCO が体部分をデザインしました。

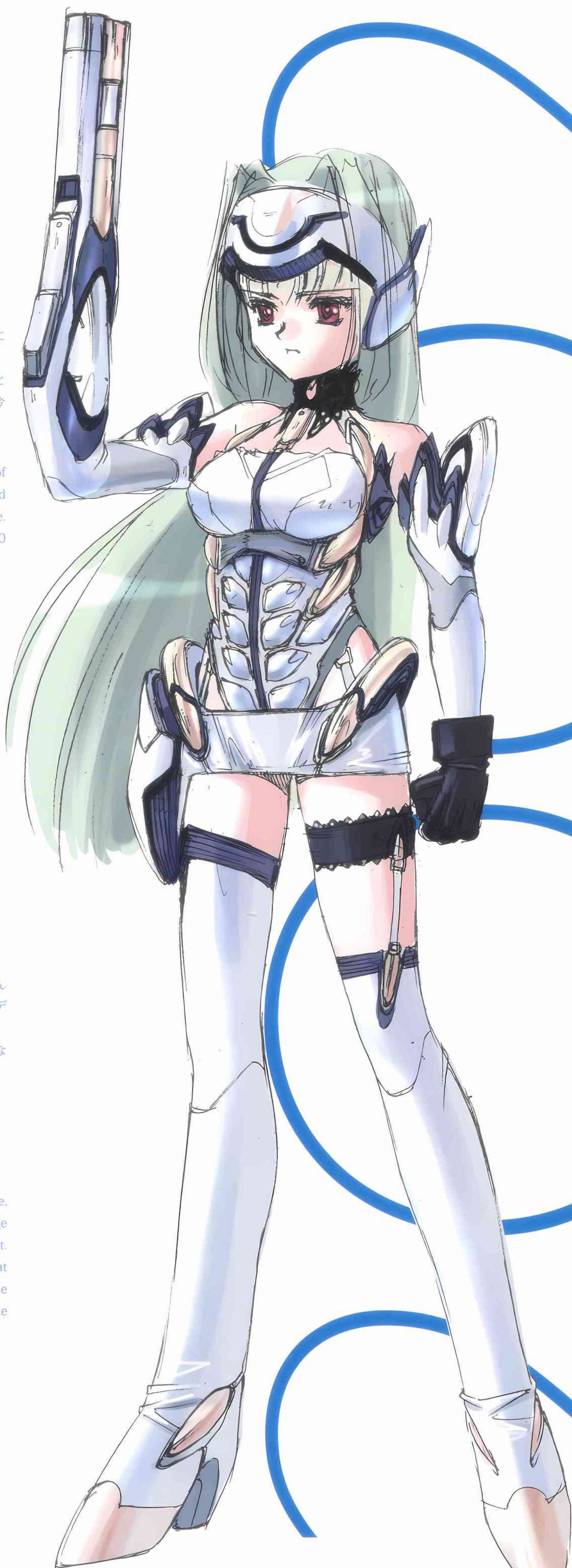
最終的な顔や設定画は田中さんが描かれるのを前提にしているのでラフな画しかなく、この絵と決定稿とでは色やディテールが少々違います。

The very first KOS-MOS Ver.1 concept illustration.

(drawn by CHOCO in 1998)

Sometimes asked, who designed KOS-MOS?

First, Kunihiro Tanaka, the main character designer for the entire game, drew the face and headgear design, and then CHOCO, who was in charge of mechanical design, took over the baton and designed the body part. The final face and setting drawings were based on the assumption that Mr. Tanaka would draw them, so there were only rough drawings, and the colors and details were slightly different between this drawings and the final draft.





KOS-MOS is grotesque.  
KOS-MOSはグロテスクである。

KOS-MOS アーキタイプ (2022) Illustration/CHOCO

ハンスベルメールの球体人形がモチーフのアーキタイプは、そのモチーフと同じく無垢さと邪悪さを持ち、劇中では惨劇を起こします。

人の形をしつつ、人間ではない。全裸の少女の姿とその残忍さから、見る者の加虐性を刺激し、隠された欲望を開放してもよい対象として機能してしまう。

だから KOS-MOS はグロテスクである。

The archetype is based on Hans Bellmer's spherical doll.

She is as innocent and evil as her motif and is a scourge in the play.

While in human form, it is not human.

Because of her naked girl figure and her brutality, she stimulates the viewer's aggravation and serves as an object to which hidden desires may be unleashed.

Therefore, KOS-MOS is grotesque.





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KOS - MOS is a challenge.

KOS - MOS は挑戦である。

(いま、モッコスって言ったヤツ、表へ出なさい。

そうあなた。あなたです。今言ったでしょ？顔が老けたとか、透明ボディがキモいとか、  
前のが良かったとか… そんなこと思ってない？

…私が一番思ってるわ！！！！

どんなにステキな姿を見せても、邪神の名前は消えない。

いいでしょう。この名前を宇宙が終わるときまで残すのみ…)

シオン、シオンが呼んでいます。

(The guy who just said "MOKKOS" Step outside.....

You. Yes, you. You just said that, didn't you?

Do you think my face has aged, or that my transparent body is gross, or that you liked the  
way I looked before? You don't think that? ...I think that myself most of all. ! ! ! !

No matter how nice my figure looks to you, the name of the Evil God will never go away. All  
right. I will only leave this name until the end of the universe...)

shion, shion is calling me.

The guy who just said

いま、モッコスって言ったヤツ、表へ出なさい。

"MOKKOS"

Step outside.....



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You shall be as god.  
汝ら神の如くなりん



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VECTOR Development Dept. 1





広義のポルノグラフィに基づくなら、  
女性人体の内部構造をを刺激的だと感じる人  
には KOS-MOS は新しい形のビジュアルで僕ら  
の未開拓分野を刺激する題材になってくれる  
KOS-MOS はポルノスターといえます。  
彼女はすました顔で見せてくれるでしょう。グ  
ロテスクとは違う形で人体の美しい構造を。

Based on pornography in the broadest sense of the term...  
For those of us who find the inner workings of the female  
body stimulating, KOS-MOS is a porn star who has given  
us a new form of visual subject material to inspire our  
unexplored field.  
She shows us the beautiful structure of the human body in  
a different way from the grotesque, with a cool look on her  
face.

KOS-MOS is pornography.  
KOS-MOS はポルノである。



▶ KOS-MOS Ver.4 胸像フィギュア用のイラストレーショ  
ン (2018 年作画 CHOCO)  
残念ながら製品は発売中止になりました。

Illustration for KOS-MOS Ver. 4 bust figure (drawn by  
CHOCO in 2018) Unfortunately, the product has been  
discontinued.

◀ KOS-MOS Ver.1 (2022 年作画 CHOCO)  
エピソード 1 劇中シーンより。

KOS-MOS Ver.1 (drawn in 2022, CHOCO) from the scene  
in Episode 1.



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## Ver.X "VISION"



結局 KOS-MOS が残してくれたものは何だったのかというと  
ロボットにレース？ 脊椎まで見えてしまう透明ボディ？ そういう事象だけではなくて

倫理観を気にしないでよい表現の土台  
欲望を描き出せるリミッターの開放されたモデル。  
何にでも挑戦できるフィールド  
つまり KOS-MOS は楽園なのです。

そんな場所で KOS-MOS を描いてみました。"KOS-MOS Ver.X VISION"

After all, what did KOS-MOS leave us with?  
A race to the robot? Invisible bodies that allow us to see up to the spine?  
It's not just about those phenomena.

A foundation for expression that does not care about ethics.  
A Model with an open limiter that can depict our desires.  
A field where you can challenge anything  
In other words, KOS-MOS is paradise.

I drew KOS-MOS in such a field." KOS-MOS Ver.X VISION"



KOS-MOS is paradise.  
KOS-MOS は楽園である。

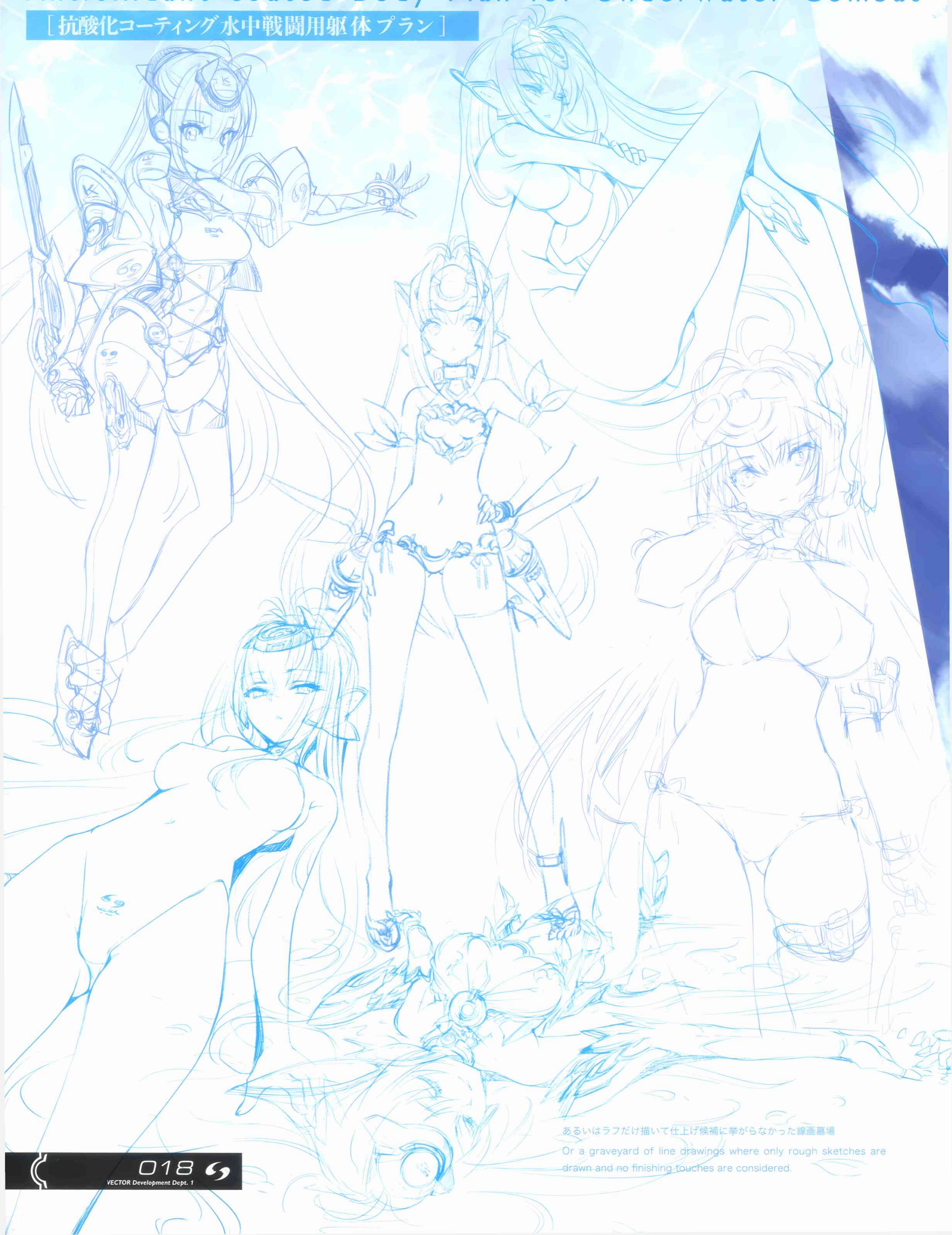




# K O S - M O S Ver. 4wx

Antioxidant coated Body Plan for Underwater Combat

〔抗酸化コーティング水中戦闘用躯体プラン〕



あるいはラフだけ描いて仕上げ候補に挙がらなかった線画墓場

Or a graveyard of line drawings where only rough sketches are drawn and no finishing touches are considered.



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# KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU AER 20 YEARS OLD TODAY  
2002-2022

rem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor  
amet, consectetur adipiscing elit, sed do eiusmod tempor  
incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis  
adipiscing elit, sed do eiusmod tempor incididunt ut  
labore et dolore magna aliqua. Ut enim ad minim veniam, quis



(2022) Illustration/CHOCO

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VECTOR Development Dept. I



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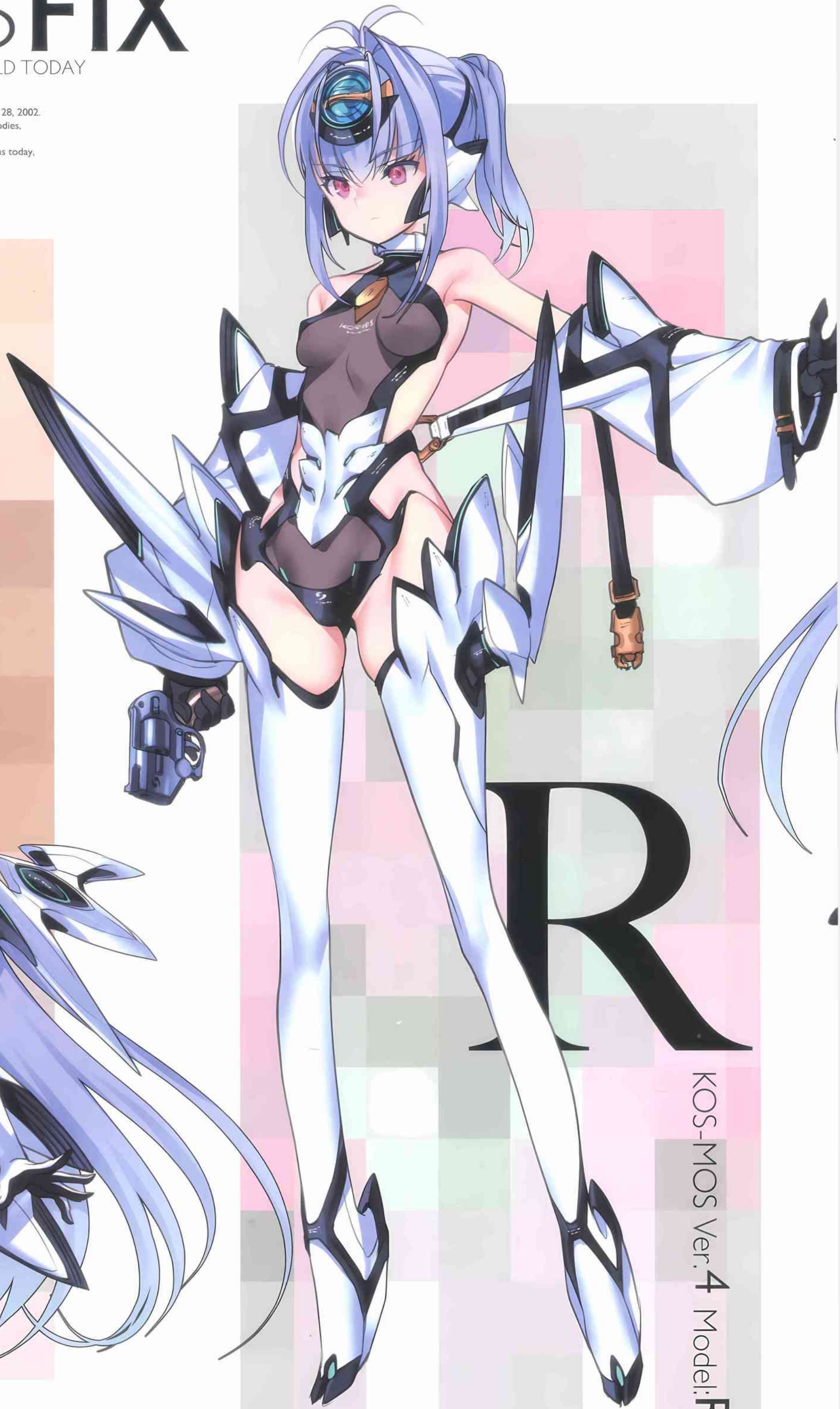
KOS-MOS Ver.4 Model:L-1

# L



Ver.4 派生低身長モデル  
小型化しすぎて機装を内蔵しきれず、  
外装パーツが大幅に増えてしまった  
本末転倒プラン

Ver.4 derived low height model  
A plan that is a complete reversal  
of the original plan, in which the  
outfitting was made too small  
to be built in, and the number  
of exterior parts has increased  
significantly.



KOS-MOS Ver.4 Model:R-1

Ver.4 derived ultra-light and  
fast model.  
In other words, it is thin and  
fast. She doesn't need to  
hold a long rifle, she can hit  
even a handgun if she runs  
and approaches.

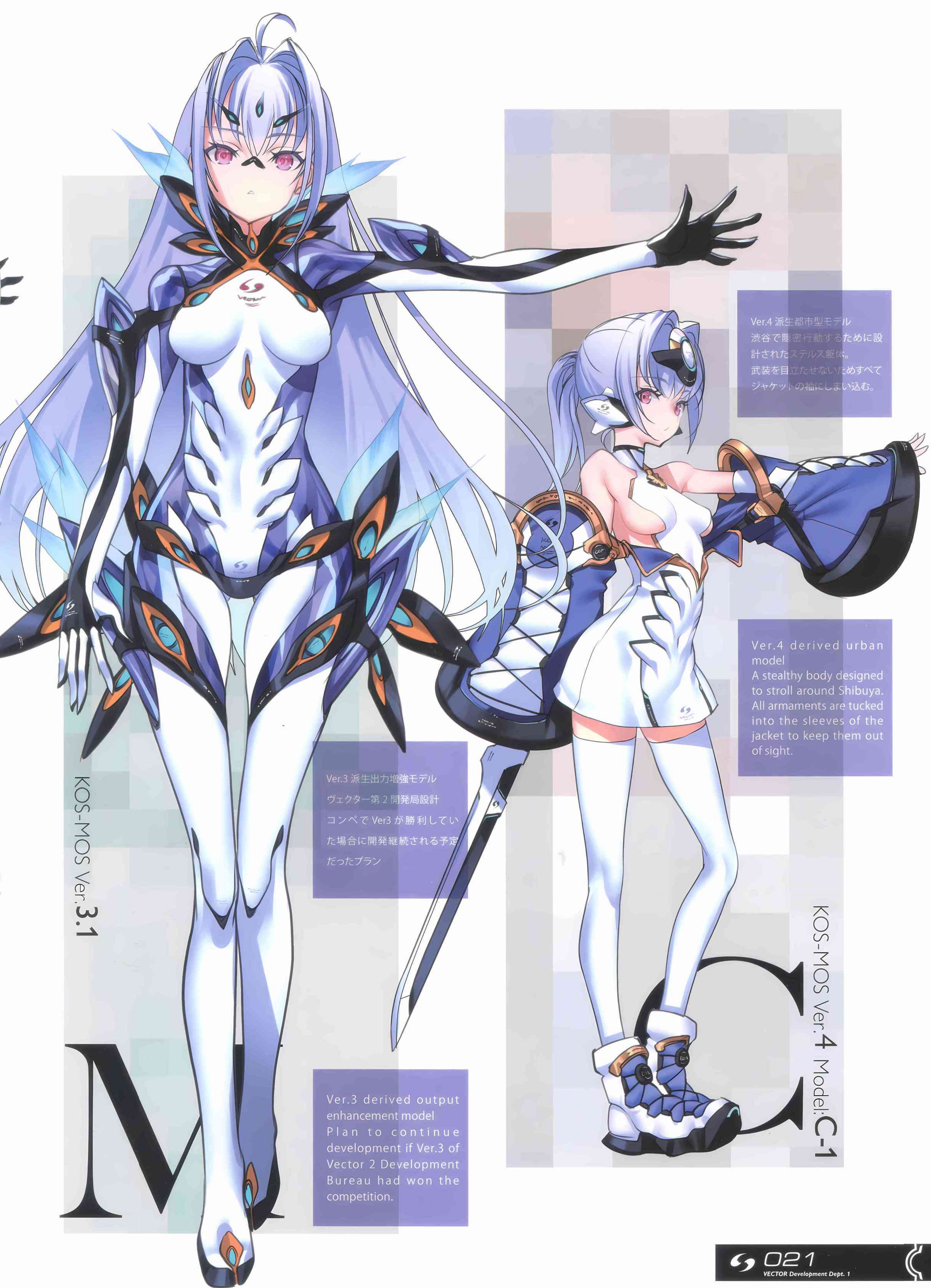
Ver.4 派生超軽量高速モデル  
つまり細くて足が速い。  
長いライフルを持たなくても走っ  
て近づけばハンドガンでも当たる。



020  
VECTOR Development Dept. 1







Ver.4 派生都市型モデル  
渋谷で隠密行動するために設  
計されたステルス躯体。  
武装を目立たせないためすべて  
ジャケットの袖にしまい込む。

Ver.4 derived urban  
model  
A stealthy body designed  
to stroll around Shibuya.  
All armaments are tucked  
into the sleeves of the  
jacket to keep them out  
of sight.

Ver.3 派生出力増強モデル  
ヴェクター第2開発局設計  
コンペでVer3が勝利してい  
た場合に開発継続される予定  
だったプラン

Ver.3 derived output  
enhancement model  
Plan to continue  
development if Ver.3 of  
Vector 2 Development  
Bureau had won the  
competition.

KOS-MOS Ver.3.1

KOS-MOS Ver.4 Model:C-1



KOS-MOS Ver.4 Model:BN

局地隠密作戦用バニーガール装備

Bunny girl equipment for local covert operations

KOS-MOS Ver.1 Model:BN



ヘッドギアを超大型化しても自然に人類生活圏に溶け込める装備として提出された画期的装備プラン。

設計主任の認可が降りず、製造はされませんでした。

This revolutionary equipment plan was submitted as equipment that could be super-sized headgear and still blend naturally into the human sphere of life. The chief designer's approval was not granted, and it was not manufactured.

(2022) Illustration/CHOCO

# KOS-MOS IX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!  
2002-2022

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VECTOR Development Dept. 1

Shin Megami Tensei: Persona 3 Episode 1: Der Wille zur Macht" was released on February 28, 2002. The android KOS-MOS awakens from her cradle, converts into various bodies, and travels around the universe with the player. After the game was completed, she was loved by everyone and continues to inspire us today, 20 years later in the year 2022.





# KOS-MOSFIX

BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

The 32 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002. It is the first game in the Xenosaga series. In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies, and eventually becomes a human. She is loved by everyone and continues to live today. 20 years later in the year 2022.

KOS-MOS Ver.2 Model:CN

Ver.3 局地隠密作戦用チャイナドレス装備

China dress equipment for local covert operations

もともと人類生活環境での作戦行動を前提にしている KOS-MOS は外見もサイズも一般的な人体を基準としています。

とりわけヘッドギアを完全内蔵型にした Ver.2 はスキンコーティングを施すと最も人間に近い外見になります。

ただ水中用戦闘装備と違い熱交換キャパシティが不足するため背面フィンを塞ぐことが出来ず、ヴェクターの科学技術の粋を尽くしてもスキン部分の露出をこれ以上減らすことが不可能なのです。

Originally designed to operate in a human living environment, KOS-MOS is based on the general human body in both appearance and size.

Especially Ver. 2.

She has a fully integrated headgear, and when skin coating is applied, her appearance is the closest to that of a human being.

However, unlike underwater combat equipment, the heat exchange capacity is insufficient to cover the rear fins, and even with the best of Vector's scientific technology, it is impossible to further reduce the exposure of the skin area.





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# Ver.4.1



左右に従えているユニットは追加武装ではなく「KOS-MOS が人型である必要がない」という思想に基づいた自律式の「非人型 KOS-MOS」です。  
そのそも KOS-MOS は戦略体系の名称であり、この彼女達も 3 人揃うことで広域戦術攻撃『ラインの乙女』を発動することが可能になります。  
出力の増大化に伴い、各部コンデンサと放熱用フィンが大型化されています。

The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine. The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.

Ver.4 のデザインは基本的に足し算です。  
コッテリディテールの装備、たくさんの棘、ハイコントラストのカラーリング、多すぎルマーキング、そして容赦無い肌色。  
令和になったいま、正直ダサイと言われても仕方がないが 40~50 代の男の子はきっとコレが好きなんじゃい。そんな Ver.4 に夢を載せてプラス 0.1  
これが Ver.4.1

The design of Ver. 4 is basically additive.  
The detailed equipment, many spines, high-contrast coloring, too many markings, and unrelenting skin coloring.  
Now that we are in the age of 2022, it may be called tacky, but boys in their 40s~50s will surely love it!  
Ver.4 with a dream plus 0.1  
This is Ver. 4.1





(2022) Illustration/CHOCO

KOS-MOS

VECTOR Development Dept. 1







# KOS-MOSFIX

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20 years later in the year 2022.

K x

T

: M

KOS-MOS 生誕 20 周年おめでとうございます！  
参加させていただける機会を下さった御父様へ  
感謝を…。  
今なお心に刻まれているシーンを描きました。  
これからもずっと KOS-MOS を描き続けていき  
たいですね。

Congratulations on the 20th anniversary of  
KOS-MOS!  
Thank you CHOCO for giving me the  
opportunity to participate!  
I drew a scene that is still etched in my mind.  
I hope to continue drawing KOS-MOS for a  
long time to come.

Illustration /

ねぐれすこ  
NEGRESKO





# KOS-MOSFIX

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20 years later in the year 2022.

## ILLUSTRATION / RA

非常荣幸能参与到这次的 KOS-MOSFIX !  
老实说当得到老师的邀请时我十分的惶恐，  
毕竟从 Xenogears 到 XenoSaga 以及 Xenoblade 我都是忠实的玩家，  
高桥監督宏大的世界观给了我巨大的冲击。  
CHOCO 老师的 T-elos 以及其他超越时代的设计都让我非常惊艳，  
特别是中二的我第一次看到 T-elos 出场，那种兼具强大，  
美丽以及高贵的气场给我留下了深刻的印象！  
希望老师能一直在业界活跃下去，我一直都非常喜欢老师的作品。  
(这次画的 T-elos 特地采用 X 的构图，也是应和“Xeno”的意象，是我的一点私心：))

この度は KOS-MOSFIX に参加させていただき、とても光栄です！  
CHOCO 先生のお誘いを頂けるなんて正直恐縮です。  
Xenogears から、Xenosaga、Xenoblade まで全部プレイしました。本当に高橋監督の大ファンで壮  
大な世界観にとっても刺激を受けました。  
CHOCO 先生の T-elos やその他の時代を超越したデザインもとても素晴らしく、厨二病の私は T-elos  
の初登場のシーンで、彼女の強さと美しさ、そして華麗なオーラに心を打たれました。  
今後も先生をずっと応援していきますので一層のご活躍を心よりお祈り申し上げます！  
(今回の T-elos のイラストは "Xeno" のコンセプトに合わせて「X」の構図にしてみました。  
私のこだわりです：) )

It was a great honor to be a part of this KOS-MOSFIX!  
To be honest, I was terrified when I got the invitation from CHOCO.  
After all, I've been a loyal gamer from Xenogears to XenoSaga and Xenoblade.  
Takahashi's grand worldview gave me a huge impact.  
CHOCO's T-elos and other designs that transcended the times were amazing to me.  
In particular, the first time I met T-elos in sophomore, that both powerful, beautiful and noble aura to  
me.  
I was impressed by the powerful, beautiful and noble aura of T-elos!  
I hope that you will continue to be active in the industry, I always like your work very much.  
(This painting of T-elos specifically uses the X composition, also in line with the imagery of "Xeno", is a  
bit of my personal feelings:))

# T E







# KOS-MOSFIX

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2002-2022

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and travels around the universe with the player.  
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20 years later in the year 2022.

[ KOS-MOS Ver.00EX (ゼロGゼロ気圧対応型コスモス) ]

HO

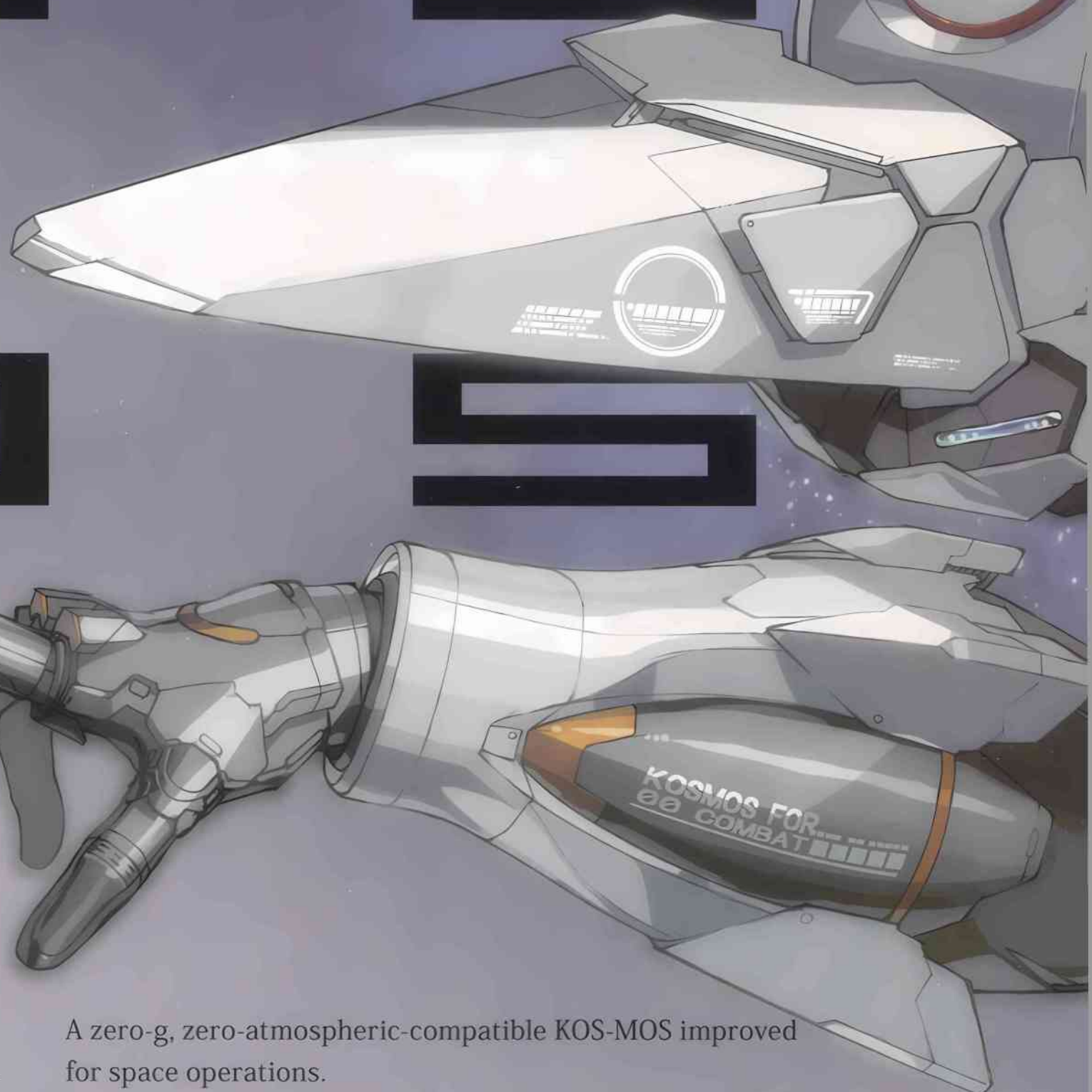
MO

Ver.

宇宙運用を想定して改良された 0G0気圧対応型 KOS-MOS。

機体の各部に数基の姿勢制御用バーニアスラスター、背部にはイナーシャルカウンターとメイン推進モーターを装備。

二基のマニピュレータードローンに従えて無重力下で自在に活動する事が可能。



A zero-g, zero-atmospheric-compatible KOS-MOS improved for space operations.

She is equipped with several vernier thrusters for attitude control in each part of the fuselage, and an inertial counter and main propulsion motor in the back.

She can operate freely in zero gravity with two manipulator drones.

00

KOS-MOS 生誕 20 周年おめでとうございます。

もうそんなに経つんですね。

発表当初デザイン画を見て度肝を抜かれたのを今でも鮮明に覚えています。

まさに「とんでもないヤツと同じ時代に生まれちゃったぜ」というやつですよ。

さて、この絵なんですけど最初は原作リスペクトと思って描いていたのですが、外装強化パーツを追加したあたりからあれよあれよとデザイン全然違う按配になってしまいました…反省。

これからも KOS-MOS が輝き続けますように！

Niθ

EX

Congratulations on the 20th anniversary of KOS-MOS.

It has already been that long.

I still vividly remember being astonished when I saw the design when it was first announced.

It was exactly the kind of thing that says, "I was born in the same era as an extraordinary person."

I drew this picture at first thinking that it was a respect for the original work.

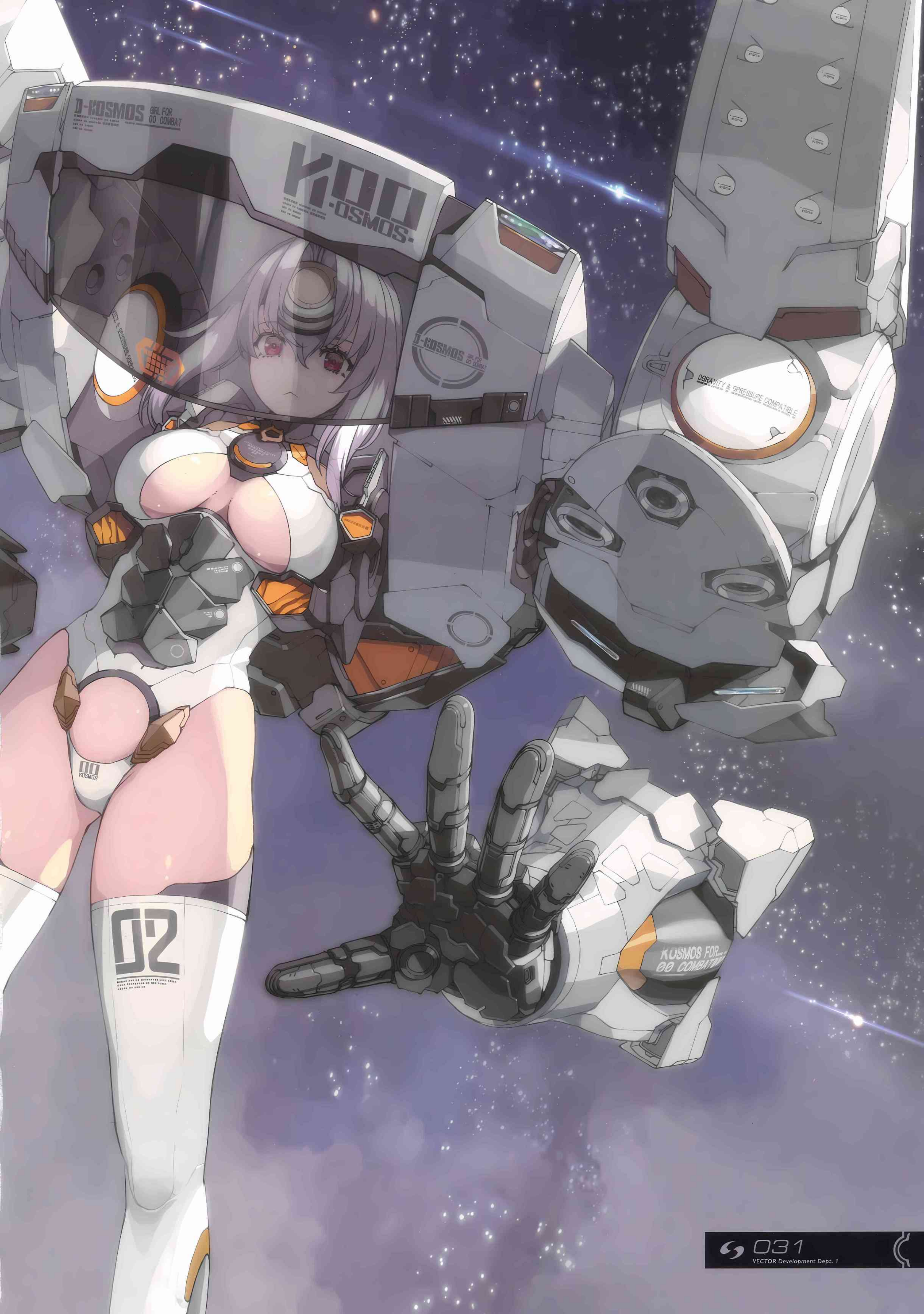
However, when I added the exterior reinforcement parts, the design became completely different from the original... I regret that.

May KOS-MOS continue to shine!

Design/Illustration

Niθ













# KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

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and travels around the universe with the player.  
Even after the game was completed, she was loved by everyone and continues to inspire us today.  
20 years later in the year 2022.

KOS-MOS

illustration/ 白井政一郎  
M A S A I C H I R O U S U I





KOS-MOSFIX



# KOS-MOS Ver.4s

Design/Illustration/

Saito Om

## KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

The PS2 video game "Kororoge Episode 1: Der XWife zur Macht" was released on February 28, 2002.  
In it, the zombie android KOS-MOS awakens from her cradle, converts into various bodies,  
and travels around the universe with the player.  
Even after the game was completed, she was loved by everyone and continues to inspire us today.  
20 years later in the year 2022.

KOS-MOS Ver.4s Design/Illustration/saitom



035

VECTOR Development Dept. 1





# KOS-MOS

ANTI-GNOSIS STRATEGICAL MULTIPLE OPERATION SYSTEMS COMPETITION. HYAMS HEAVY INDUSTRIES

連邦政府による対グノーシス戦略的多目的制御体系コンペティションに  
ハイアムズ重工業から提出されたプラン「KOS-MOS Ver.I(ái) Model:KP-H」  
Design/illustration 石垣純哉

This is the plan "KOS-MOS Ver.I(ái) Model:KP-H" presented by Hyams Heavy  
Industries for the Federal Government's Anti-Gnosis Strategical Multiple  
Operation Systems Competition.

Design/illustration by Junya Ishigaki



# Model:KP-H



ver.1  
[ái]

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

"Kos-Mos zur Macht" was released on February 28, 2002.  
Kos-Mos was born from her cradle, converts into various bodies,  
and unites the universe with the player.  
She is loved by everyone and continues to inspire us today.  
Happy birthday, Kos-Mos! The year 2022.



HYAMS HEAVY INDUSTRIES



MADE BY  
HYAMS HEAVY INDUSTRIES  
DESIGNED BY  
JUNYA ISHIGAKI





# KOS-MOSFIX

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2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.  
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and travels around the universe with the player.  
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20 years later in the year 2022.



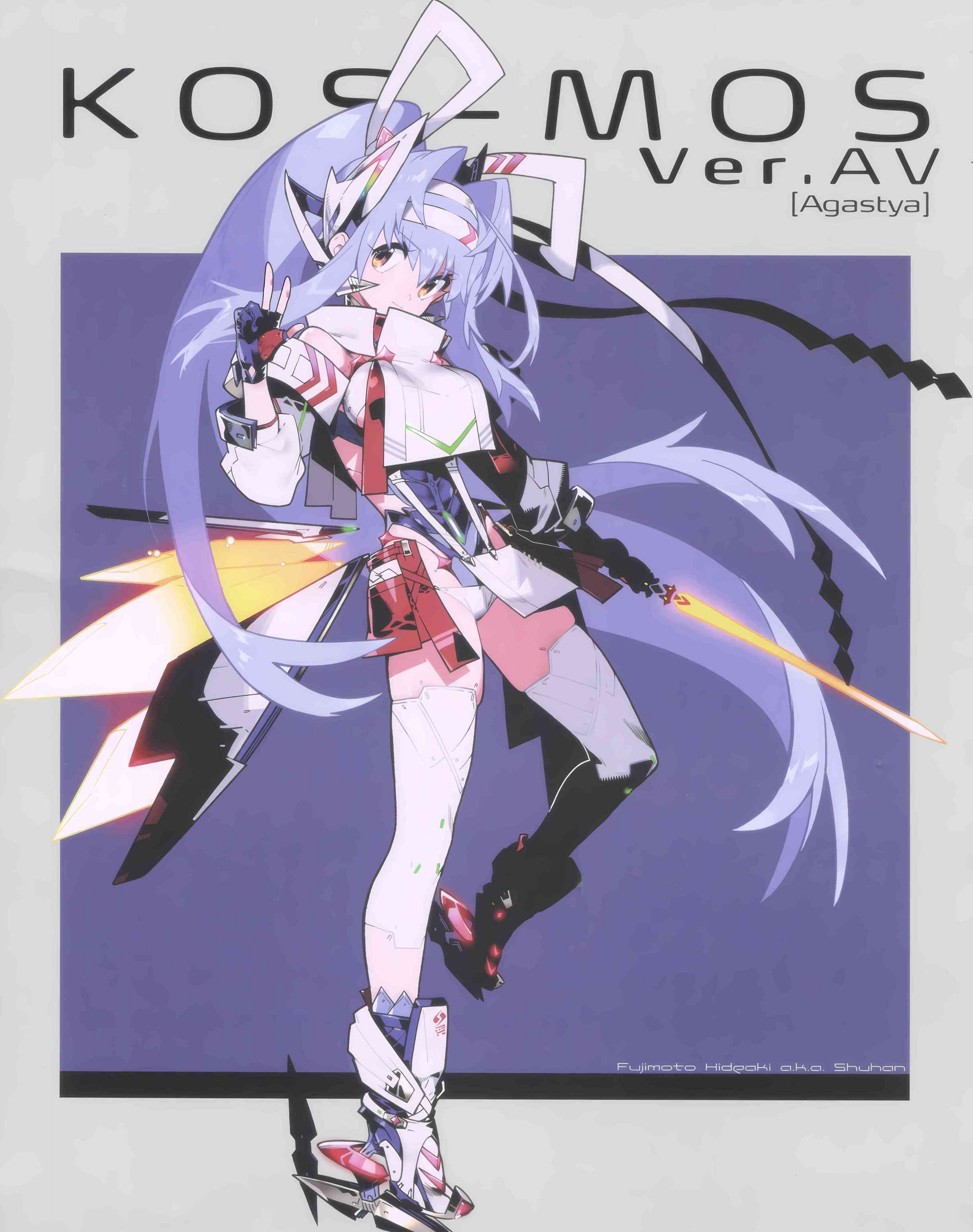
i l l u s t r a t i o n /  
r e d j u i c e





# KOS-MOS

Ver. AV  
[Agastya]



Fujimoto Hideaki a.k.a. Shuhan

D e s i g n / i l l u s t r a t i o n  
藤 本 秀 明 a . k . a . し ゅ は ん  
Fujimoto Hideaki a.k.a. Shuhan



# KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

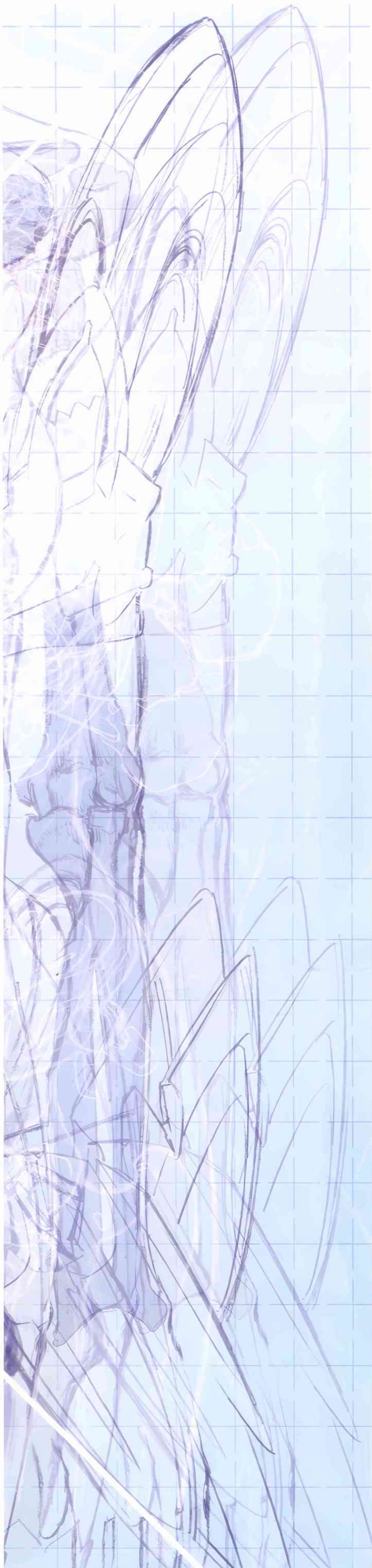
The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.  
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Even after the game was completed, she was loved by everyone and continues to inspire us today,  
20 years later in the year 2022.

## KOS-MOS

特殊兵装/設定画  
Special armor designs







# KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

The PS2 video game "Xenosaga Episode I: Our Wills, Her Hearts" was released on February 26, 2002.  
In it, the combat android KOS-MOS awakens from her crate, converts into various bodies,  
and travels around the universe with the player.  
Even after the game was completed, she was loved by everyone and continues to inspire us today.  
20 years later in the year 2022.

i l l u s t r a t i o n /

T s u - f i v e



042

VECTOR Development Dept. 1







# KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY  
2002-2022

The PS2 video game "Klonoa: Door to Phantomia" was released on February 28, 2002.  
In it, the combat android KOS-MOS awakens from her slumber, converts into various bodies,  
and travels around the universe with the player.  
Even after the game was completed, she was loved by everyone and continues to inspire us today.  
20 years later in the year 2022.



# KOS-MOSFIX

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背になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、窮めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

Her hair, fluttering blue nebula.

Her interface, denying organism.

Her silhouette, forgetting machine body.

Far away, Close away, Imperceptible away.

Looking by ultra-precise instrumentation.





Illustration  
TAKASHI TAKEUCHI  
武 内 崇



045

VECTOR Development Dept. 1



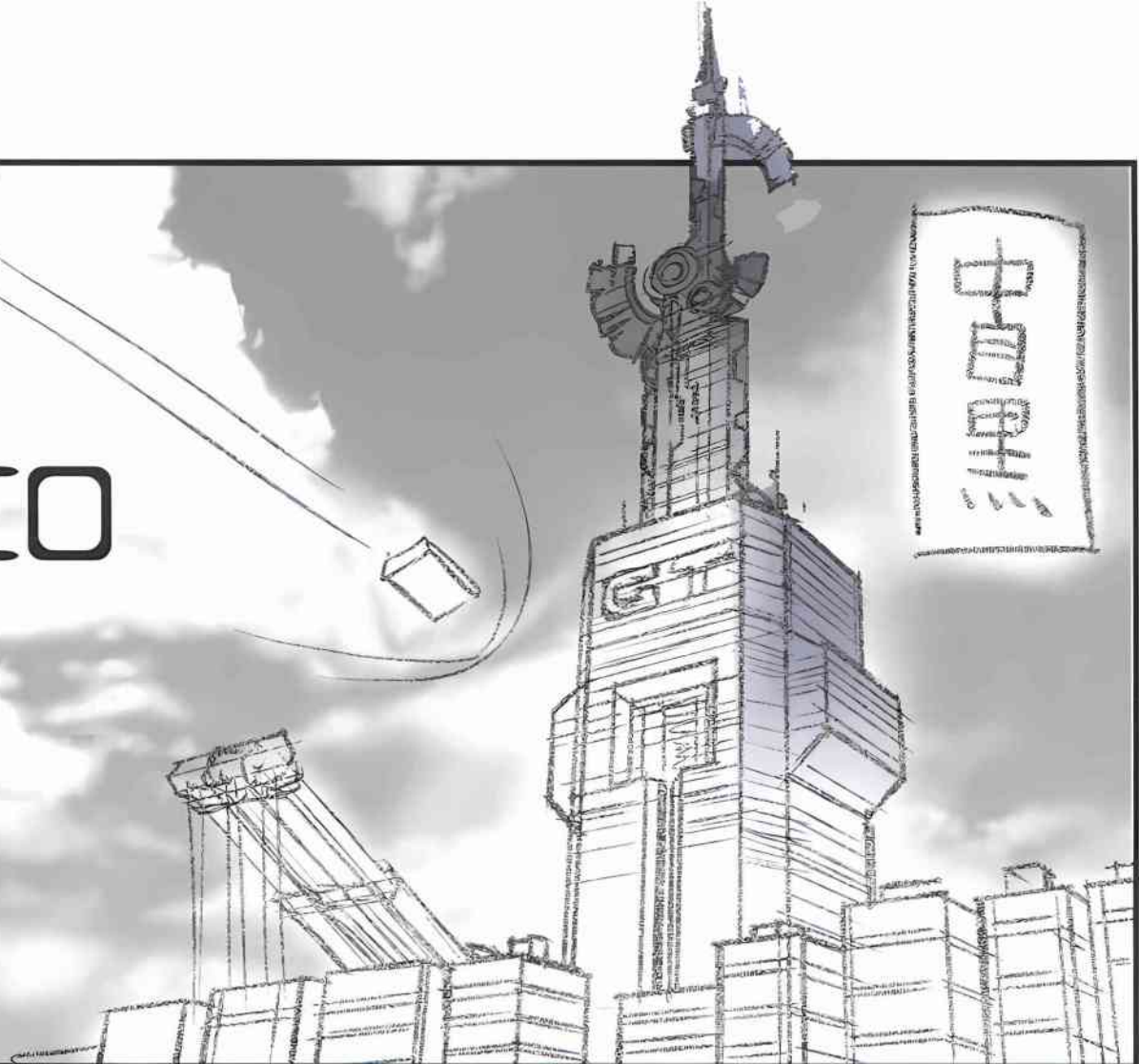
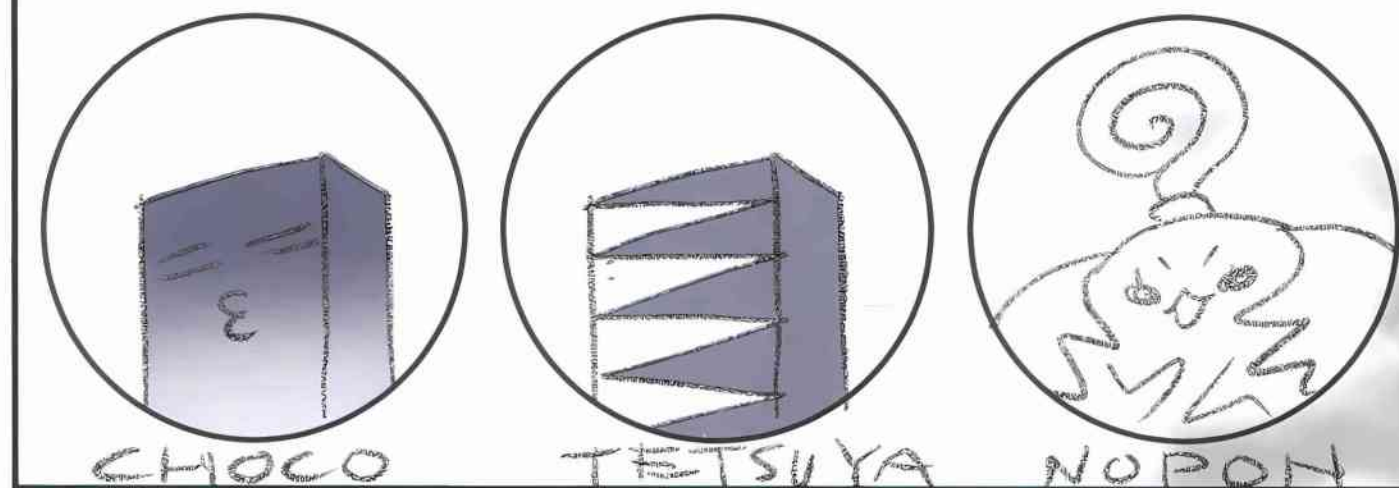


# 高橋哲哉

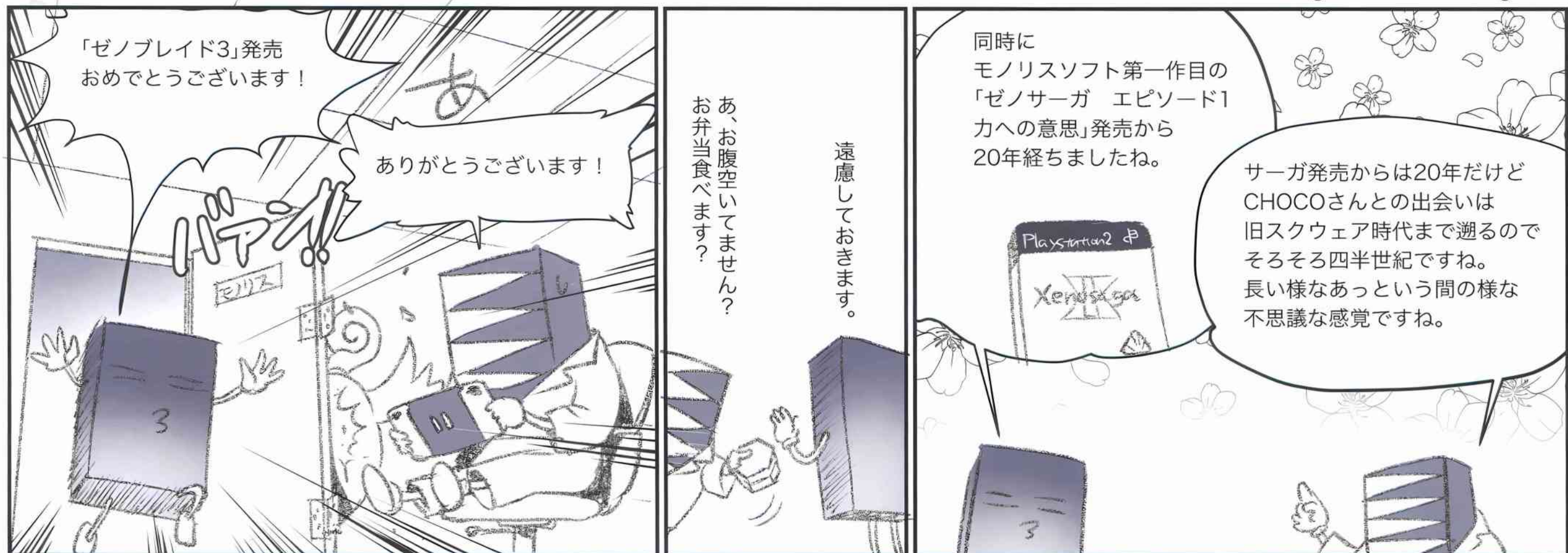
## はかに語りき

ALSO SPRACH TETSUYA TAKAHASHI

漫画  
CHOCO



Monolith Soft's huge castle in Nakameguro



CHOCO: Congrats on releasing "Xenoblade 3"!  
TETSUYA: Thanks!

T: Oh, If you are hungry, why not have box lunch?  
C: No, thanks.

C: The meantime, it has been 20 years "Xenosaga Episode I: Der Wille zur Macht" the first Monolith Soft game released...

T: "Xenosaga" released 20 years ago. Having said that, we used to work together in SQUARE (before merger). So... I met you quarter century ago. Doesn't time fly?



C: Still remember for order "KOS-MOS" anticipate? Tell me for settings, reason for selected me.

T: Before I selected you, call for idea inside and outside. After I got a lot of ideas, I couldn't convince it. All of ideas light-fingered what I need for persuasive reason that overall, details, settings, but I couldn't. After I search who can do it... I selected you. I knew that you have other robots design, BUT nevertheless, I needed you. lol

C: That reminds me, you said I just remembered that you told me "The Robot Girl Wears bondage dress". That story involved this? It was including your proclivity that I thought.

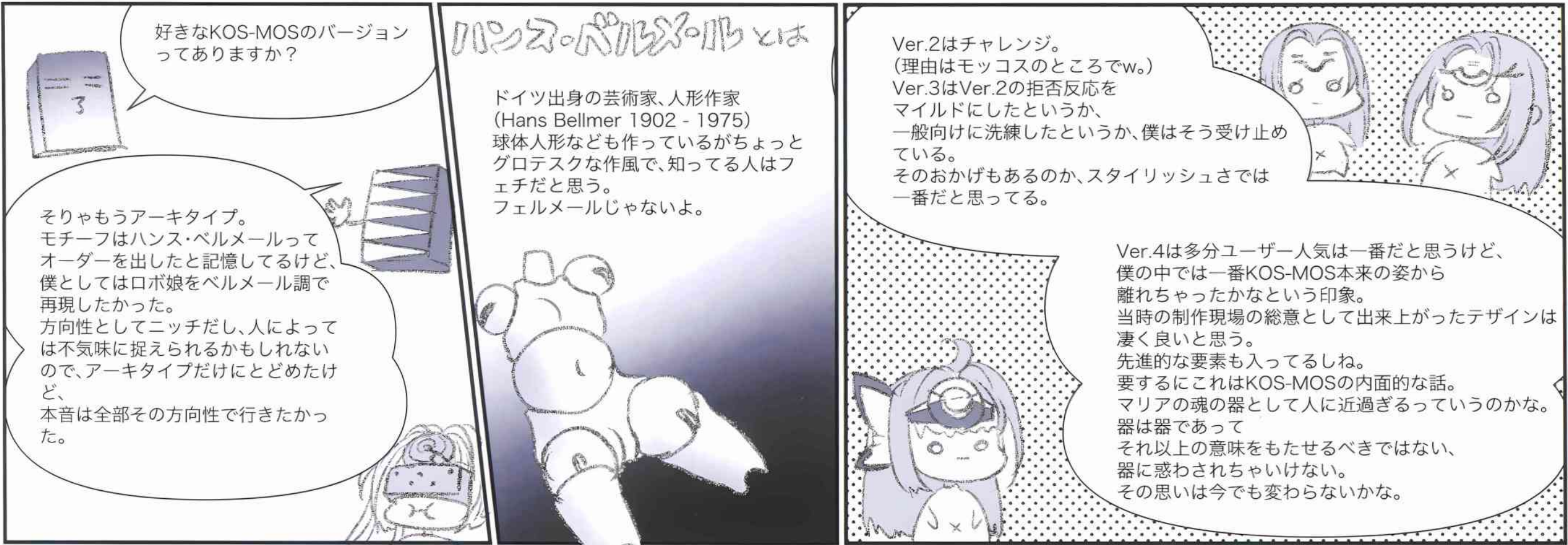
T: First, I thought it will stick to my guns. But a one day, I've changed for "Focus on the market" and leaving my belief. For this reason, I shared my favorite sexy actress photo with you. Get results, convincing design better than my belief. That became a precious experience to me.

C: Well... did it designs are your expected or not intended? Or was it different from what you imagined, but OK? Was it actually a little different from what you thought it would be?

T: Got the first draft, I felt "Hard work always pays off". Can't go wrong with that. Actually, wanted to get "Archetype (follow later)". However, I decided focus on the market, I adopted. At that time, I've nothing left to say except great abdominal muscles... felt a sense of utter defeat it. lol

C: (Oh, I didn't know that....)





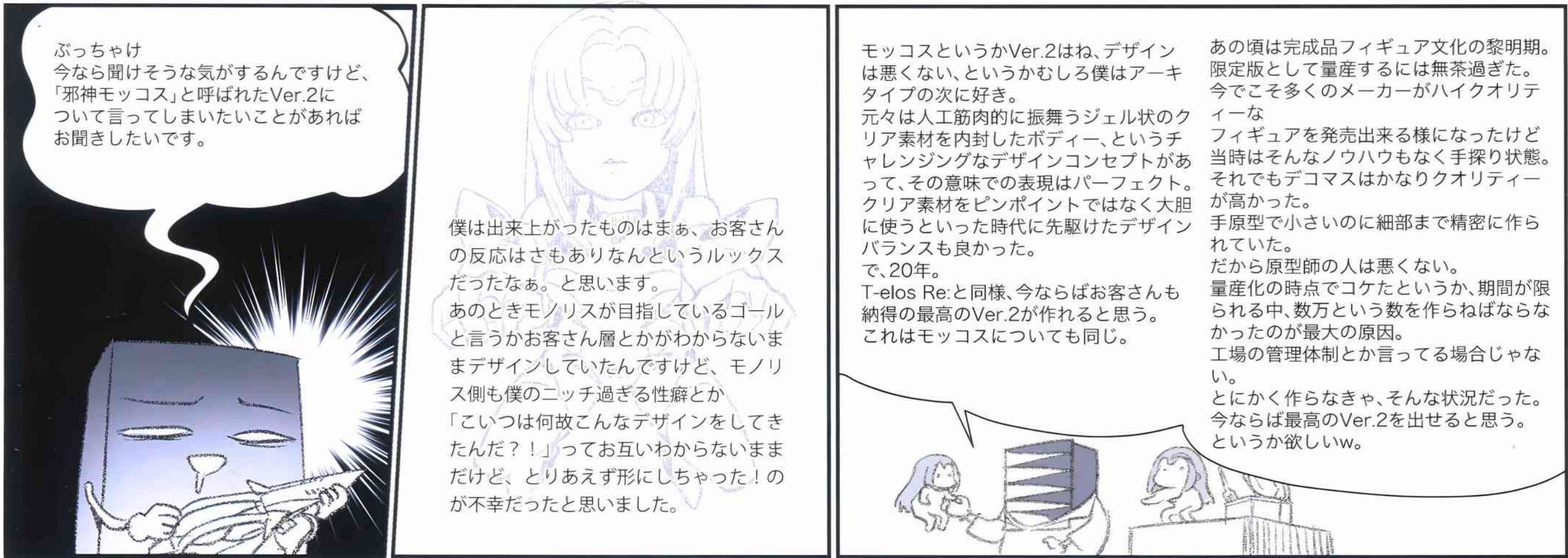
C :What's your favorite KOS-MOS version?

T : "Archetype" is.  
I wanted like in the style of Bellmer.  
So, I ordered the motif will be Hans Bellmer.  
Really, I hoping to all version like this, but this motif was niche, and someone feel creepy.  
Afraid of this, narrow down only the "Archetype".

### About Hans Bellmer

German artist and doll maker  
(Hans Bellmer 1902 - 1975)  
He also made spherical dolls, but his style is a bit grotesque, and I think people who know him have a fetish for them.  
He is not a Vermeer.

T :Ver.2 was challenge. (Reference to "Mockos")  
Ver.3 was softening the resistance, refine on market.  
Thanks to it, Ver.3 were most stylish one.  
Ver.4 was most famous one, but far from KOS-MOS original spirit.  
The design by teams was not bad, rather include advanced factors.  
After all, this is meaning of "KOS-MOS".  
because It's body of Maria's soul, not good at too close human-like.  
Body are body. Should not more.  
Don't be deluded by appearances, Still the same today.



C :TBH, I couldn't tell you until today.  
Is anything you want to say about Ver.2 called evil goddess "Mokkos"?

I(CHOCO) think...It was expected results from customer.  
I designed that without really understanding for Monolith goals, customers at the time.  
Also, Monolith can't understand "What's CHOCO proclivity?" "Why CHOCO made this design?", and we grow apart.  
Due to failure cause are make for now".

C :I(CHOCO) think...It was expected results.  
I designed that without really understanding for Monolith goals, customers at the time.  
Also, Monolith can't understand "Why CHOCO made this design?", we grow apart.  
Due to failure cause are make for now".

T :Ver.2 "Mockos", the design is not bad, rather I like next to "Archetype".

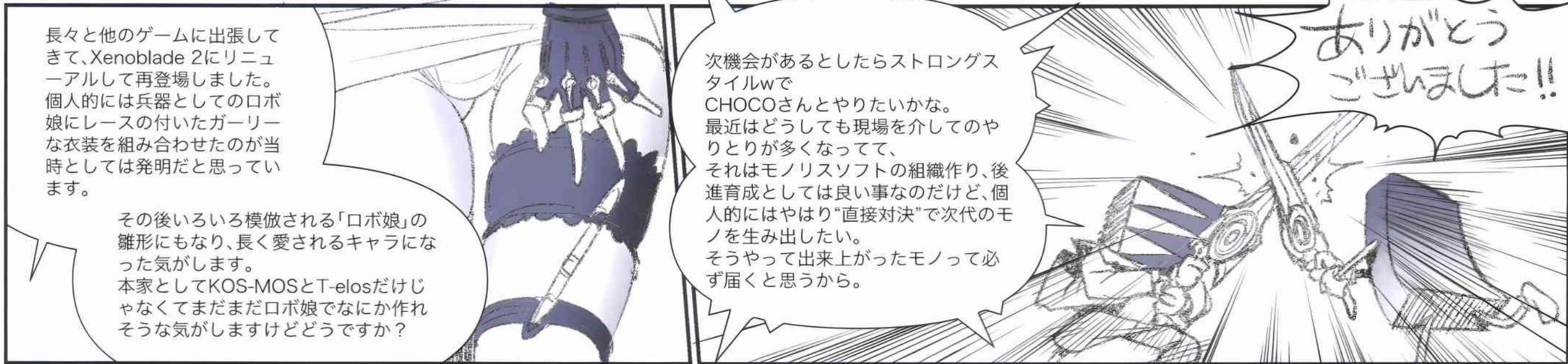
Ver.2 concepts are challenging design is.  
There's body made of clear-gel, movement like an artificial muscle.  
Considering this, It's perfect.  
Your great design sense predicts the future for clear material to be used extensively as mainly, not pinpointing.

Since then, 20 years.  
Now I think I can make the best of best Ver.2 like "T-elos Re".  
The same for "Mokkos".  
It was too hard to make any complete painted figure.  
Against that background, limited editions are

reckless plan.  
Nowadays, many manufacturers can release high quality figures.  
But at the time, they didn't have any knowledge.

Even so, the Coloring samples quality is high.  
Regardless of prototype made by hands, details are precise.  
So, sculptor didn't nothing wrong.  
The causes are mass-production within a time limit, must make tens of thousands of pieces.  
Don't have any talk about management system.

Now I can make the best Ver.2.  
In a sense, I want. lol



C :She appeared on various games, renewed and reappeared in "Xenoblade 2".  
I(CHOCO) think it was invention for "The robot girl as weapon combined a girly costume with lace".  
Nowadays, these factor treated as a standard for "RoboMusume".  
As the creator of original "RoboMusume", where I want to give birth to not only "KOS-MOS" and "T-elos", but also "more various".

T :If you have a next, At strong style with you!! lol  
Recently, mainly communication through with work sites.  
There is good for training the next generation on Monolith Soft , but personally want to "direct confrontation".  
I believe like that the products're get to someone's heart.

C :Thank you so much!

END



# KOS-MOSFIX

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2002-2022

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20 years later in the year 2022.

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028

VECTOR Development Dept. 1



石垣純哉 Junya Ishigaki

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036

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今泉昭彦 Teruhiko Imaizumi

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006

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臼井政一郎 Masaichiro Usui

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VECTOR Development Dept. 1



Tsu-five

042

VECTOR Development Dept. 1



Saitom

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武内崇 Takeuchi Takashi

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CHOCO

@choco\_mugi

fantia.jp/choco

001

VECTOR Development Dept. 1



奈須きのこ Kinoko Nasu

003

VECTOR Development Dept. 1



Niθ

@damnedrive

030

VECTOR Development Dept. 1



ねぐれすこ Negresco

@Negrescore0

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